

P.O.W.

Actionware Corporation

38 W 255 Deerpath Road
Batavia, Illinois 60510
USA

COPYRIGHT © 1988 by Actionware Inc.
ALL RIGHTS RESERVED

Executive Producer & Original Concept

Richard Parry

Software Engineering

Pierre Maloka

Computer Graphics

Digital Concepts

Brian Williams

Dana Dominiak

Hardware Engineering

Richard Parry

Music

Theme From P.O.W.

Mark Shaughnessy

Sound Effects

Ted Skiba

Illustration

Joe Van Severen

Copyright Notice

This software product, including all screen images, concepts, audio effects, and program code, is marketed by Actionware Inc., who owns all rights therein including copyrights. Such marketing of this product gives only the lawful possessor at any time use of this program limited to being read from its medium as marketed into the memory of and expected by the computer system to which this product is specifically adapted. Any other use or continuation of use including: copying, duplicating, selling, hiring, renting, or otherwise distributing, transmitting, or transferring this product in contravention of these conditions is in breach of Actionware Inc.'s rights unless specifically authorized by Actionware Inc.

The product P.O.W., its program code, manuals and all associated product materials are the copyright of Actionware Inc., who reserve all rights therein. These documents, program code and other items may not, in whole or part, be copied, reproduced, hired, rented, or transmitted in any way nor translated or reduced to any electronic medium or machine readable form without prior consent in writing from Actionware.

Actionware™ and associated logos are trademarks of Actionware Inc.
P.O.W.™ and associated logo is a trademark of Actionware Inc.
Cover illustration and poster are Copyright© 1988 by Actionware Inc.
Amiga is a trademark of Commodore-Amiga Inc.

Treat It Like A Book

If you're not a lawyer, the copyright notice means treat it like a book. By saying "treat it like a book", Actionware means, for example, that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is **no possibility** of it being used at one location while it's being used at another. Just like a book that can't be read by two different people in two different places at the same time, neither can the software be used by two different people in two different places at the same time. (Unless, of course, Actionware's copyright has been violated with the result that the offending party is liable for prosecution.)

Hi,

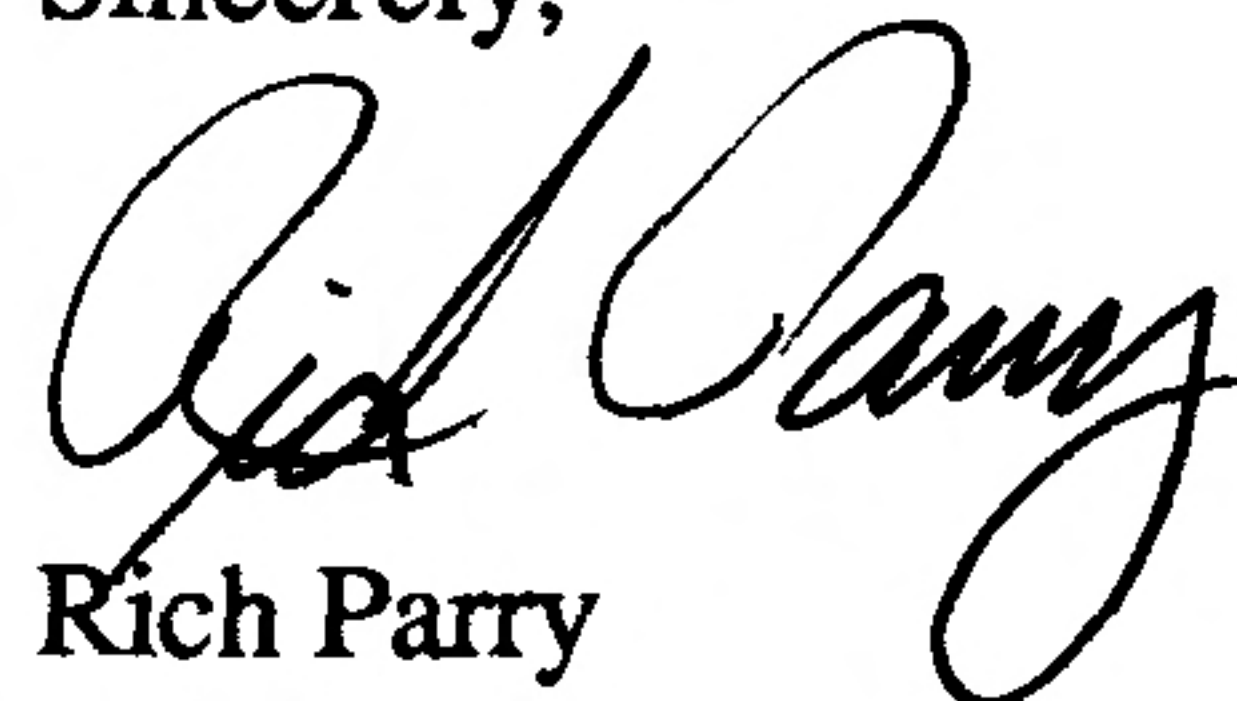
I must confess that computer games never really interested me. I just couldn't get into a duel scene in which I am supposed to be fighting a black knight in medieval times swinging a sword when actually I was moving a mouse around the table. Making believe that I am flying a plane using a joystick, or worse yet, the arrow keys on a computer keyboard didn't do much for me either.

One day I took my son to the local arcade for his birthday and found a whole new way of playing computer games. With a light gun you could shoot at the screen. I found myself really getting into shooting down planes and tanks as they whizzed across the screen. I felt like I was really there. The sound of gunshots and explosions gave me a sense of power. The AMIGA, which was originally designed to be the ultimate killer game machine, was the place to develop a whole new home entertainment form.

I was lucky enough to get hold of Pierre, programmer extraordinaire who had previously worked for Williams ElectronicsTM writing arcade games. Computer graphics was next. The public demands high quality computer graphics. Gone are the days of getting excited over a black and white ball running around the screen. Luck was with me when Brian and Dana agreed to take on the art project. And so the scene was set.

Many, many months of late night and early morning phone calls and meetings pursued. The results of our efforts are enclosed. We hope you like it.

Sincerely,

A handwritten signature in cursive script, appearing to read "Rich Parry".

Rich Parry

AMIGA Loading Instructions

P.O.W. requires any AMIGA computer with at least 512K of memory, a 1 Meg computer gives music. To load:

- 1) Turn on your AMIGA and monitor in the normal manner and insert the KICKSTART disk if required (typically AMIGA 1000 users).
- 2) When the display prompts for a WORKBENCH disk, insert the P.O.W. disk in your internal drive.
- 3) **CHOOSING YOUR WEAPON**
Insert either the mouse or the Actionware light phaser into the appropriate game port and P.O.W. will automatically detect and give you the desired weapon.
- 4) **CHOOSING PLAYING MODE**

1 PLAYER

DUAL GUN

Before selecting the play option, you can AIM (Calibrate) your gun by hitting the letter "A" (not the AMIGA key). then make the 1 PLAYER or DUAL GUN selection.

If one player wishes to play, hit the 1 PLAYER OPTION.

If two people wish to play simultaneously and they have the DUAL GUN INTERFACE (sold separately) hit the DUAL GUN option.
FOR AMIGA 500 & 2000 ONLY. NOT AMIGA 1000 COMPATIBLE.

AIMING

After making your selection, the aiming screen will appear. Aim your gun at the center of the crosshairs, then press (and hold) the gun trigger. Crosshairs will follow your gun's aim. Repeatedly strike the arrow keys to align the small crosshairs with your aim. Note: we say *repeatedly* because the increments of movement are small. **Don't be worried if the small crosshairs seem to jump around; this movement is normal.** When your sights are calibrated, hit the SPACE BAR to continue.

If you selected the DUAL GUN option each person will have the opportunity to aim (calibrate) his or her gun sights.

PAUSE

To pause the game, just hit the "SPACE BAR" on the keyboard. To start, just hit the "SPACE BAR" again.

DEMO MODE

A continuous demo starts any time no input is sensed for approximately 30 seconds. When you are ready to begin, click the mouse or press the gun trigger.

SOUND EFFECTS

The sound effects used are real. For best results connect your AMIGA to a Stereo System with good bass response and pump up the volume.

About P.O.W.

P.O.W. is one of several new action adventures that requires the agility and marksmanship of an action arcade game, but also gives the atmosphere of an adventure.

Every red-blooded American is sickened by our enemy's injustice toward our men who gave so much for their country. Many of our boys are still over there, and you're going to get them. With your M14 and a few good men, you adventure behind enemy lines and bring 'em home, *if you can*.

As the adventure begins you find yourself drafted on your way to boot camp. Depending on your marksmanship shown here, you are given the rank of Private, Sergeant, or General. With each rank comes a separate mission and a different map. After escaping from the jungle, you look at your map and decide where to go. The Village? The Armory? Directly to the Camp? You choose your strategy by firing at the desired location. (Remember, you don't have wings - you must follow the paths. For example, you must cross the bridge to get to the village.) If you get through all of the missions by finally rescuing our 6 men and escaping to the ocean, you'll be promoted to the rank of "HERO."

But before glory comes boot camp....

WELCOME TO BOOT CAMP

There are 3 ranks and 3 corresponding missions available to you. However, you cannot simply choose your rank and mission; you must earn it. You must prove your ability at the boot camp target range by hitting as many targets as possible with as few misses as possible. The better you do, the higher your rank and more challenging your mission.

Should you be lucky enough to complete a less difficult mission, you will be promoted and allowed to continue to the next mission.

HINTS

- 1) Hit the blue bullet clips dropped by men to replenish your own supply of ammunition.
- 2) Hit the First Aid kit after it has landed on the ground to restore your health some. You will destroy the kit and render it useless if you shoot it while it is still in the air.
- 3) Get as much ammunition, rockets, and health as possible.
- 4) Don't waste your bullets.
- 5) Some of the enemy need to be hit in the chest to be removed.
- 6) Tanks, helicopters, and submarines are destroyed with one shot if you have rockets. If you are out, they can only be destroyed by firing many bullets at them.
- 7) Although they may not be shooting at you, the tanks and helicopters do decrease your health as they move across the screen, so shoot them down quickly.
- 8) Fire your weapon between levels to speed up the RANK and MISSION screens.
- 9) Get at least 75,000 points to have the option to continue your mission.
- 10) If you have the Dual Gun Interface and are playing with two people, it helps to let one person play half of the screen while you take the other.

A Big Hint

Don't go blindly from area to area, think about what you would do if you were really there.

THE TERRAIN

JUNGLE

You land and find yourself in a jungle under heavy attack. Defend yourself by eliminating the enemy. In missions 2 and 3, snipers appear in the heavy underbrush that give you all you can take. Don't let them get away with it!

BRIDGE

Crossing the bridge is only a first step towards victory. You'd better have a good supply of rockets and ammunition, you're going to need them to fight off helicopters, tanks, and paratroopers. Since no First Aid kits appear on this screen, it's also a good idea to be high on your health scale.

VILLAGE

Relief of first aid appears in this scene, but you still need to worry about the enemy, both on the ground and in the air.

ARMORY

Come here to destroy the enemy's ammo supply. After completion of this scenario, enemy fire will have a weakened effect on your health.

SWAMP

As usual, there are enemies galore. Be sure to get those snipers!!

RADIO TOWER

Protect your man who is going up the tower to prevent the enemy from calling for help. You have 6 Americans to attempt the job; if you fail, it's back to boot camp for you. If you succeed, you'll find that First Aid kits come twice as often.

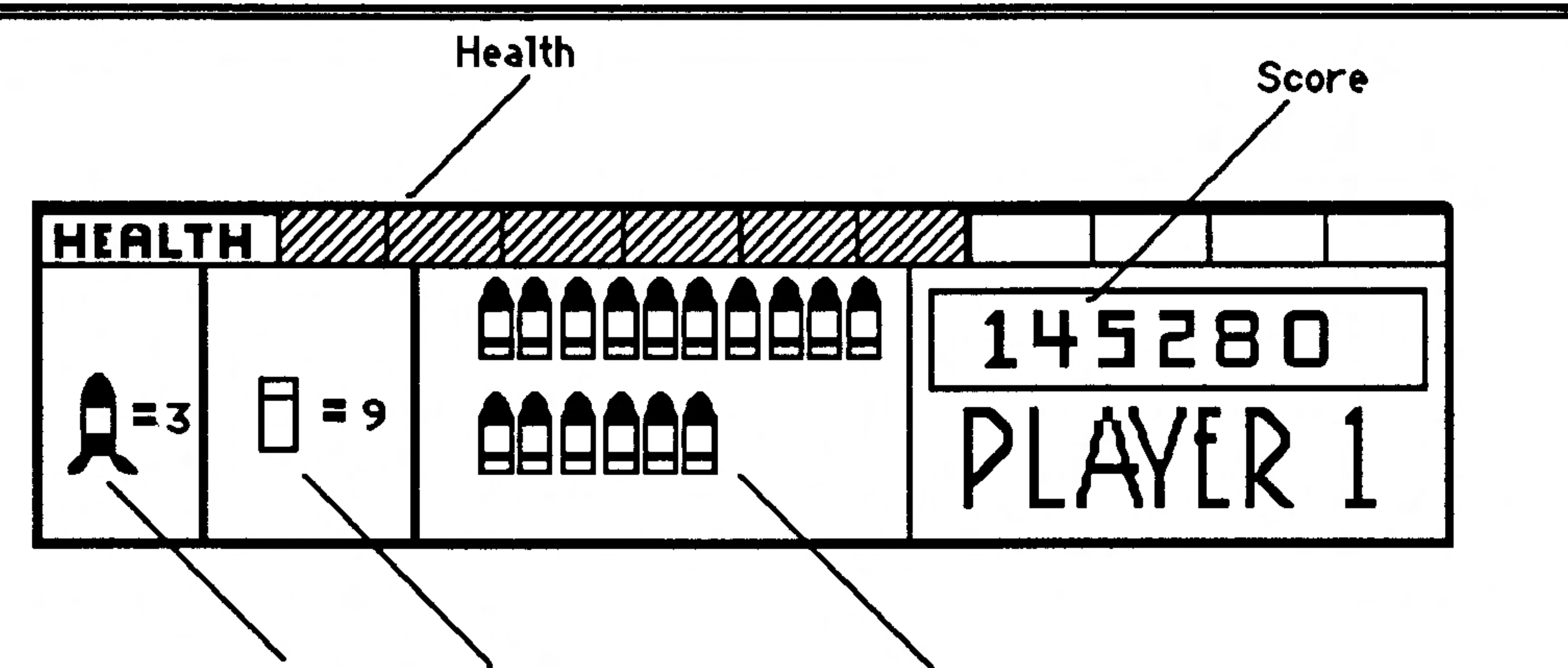
CAMP

Here at last! This is where your marksmanship is needed most. Kill off the enemy to protect and free our hostages.

BEACH

You're almost home-free, but first you must survive the enemy on the beach. You encounter the danger of missile-launching nuclear submarines here. Sink the submarines or destroy the missiles in flight; if more than a few missiles get by you, a dead hero is what you'll be.

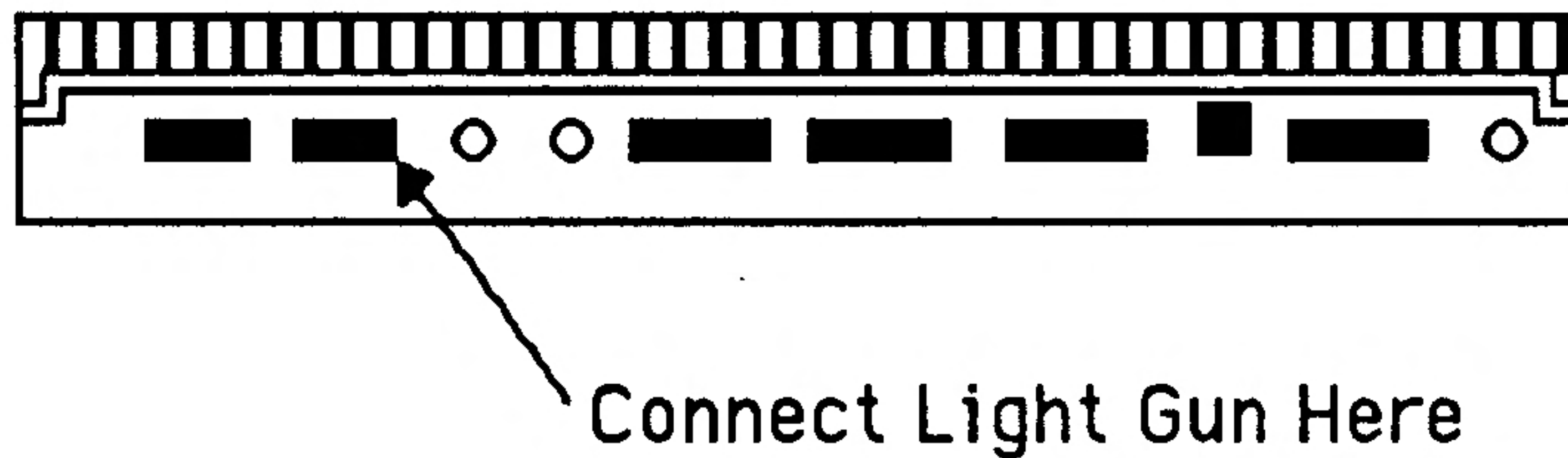
The Scoreboard



OBJECT	POINTS	COMMENTS
SNIPERS.....	100	
MEN 1.....	250	
PARATROOPERS	250	
HELICOPTER 1.....	1,000	
HELICOPTER 2.....	1,000	
TANKS.....	1,000	
SUBMARINES	1,000	
DOGS.....	-5,000	
ORANGUTANS.....	-5,000	
HOSTAGES	-10,000	
BULLET CLIPS.....	5	INCREASE AMUNITION
ROCKETS	5	INCREASE AMUNITION
FIRST AID KIT	5	INCREASES HEALTH
MEN 2.....	250	DROPS AMUNITION
MEN 3.....	400	HIT IN FACE
MEN 4.....	500	HIT IN FACE
SUBMARINE ROCKETS.....	5,000	IF YOU MISS, YOU'RE DEAD
MINIMUM TO CONTINUE.....	75,000	
AMERICANS (hostages and men on tower)		KILL 6 AND YOU'LL BE DEAD!

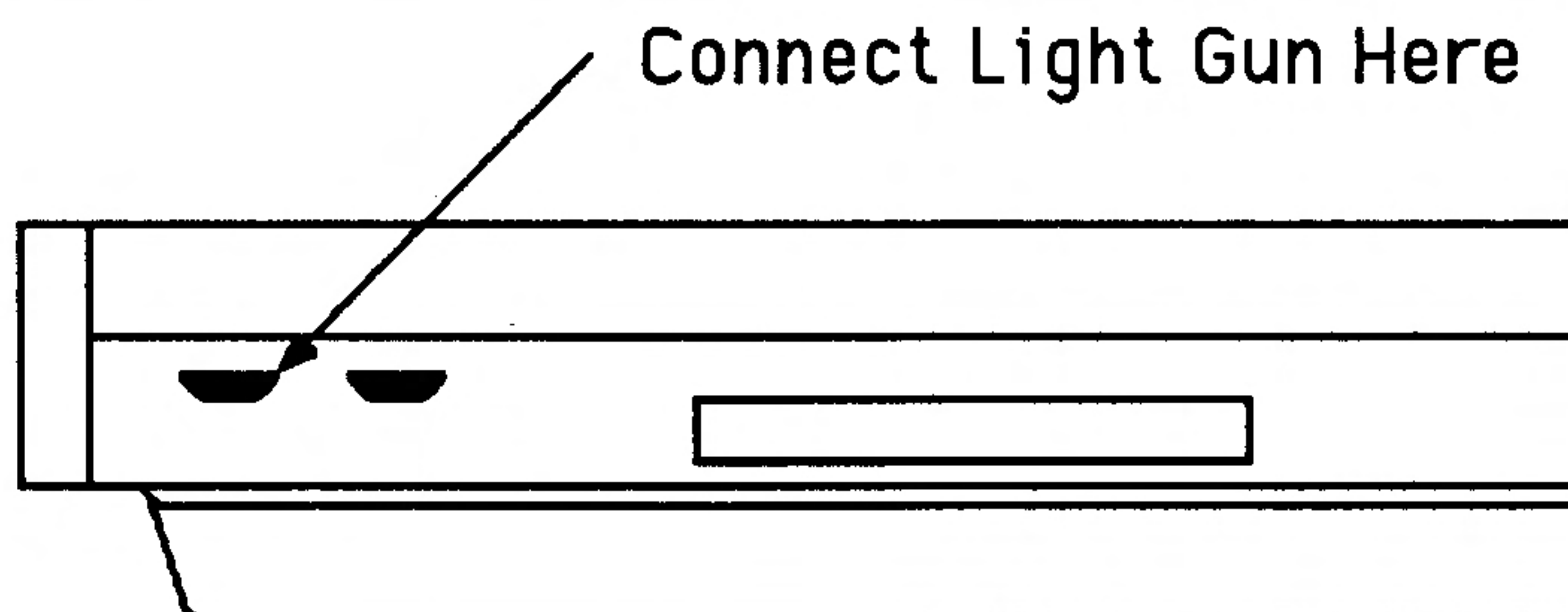
AMIGA 500 Light Gun Users

This version of the AMIGA requires the light gun be connected to the second game port.



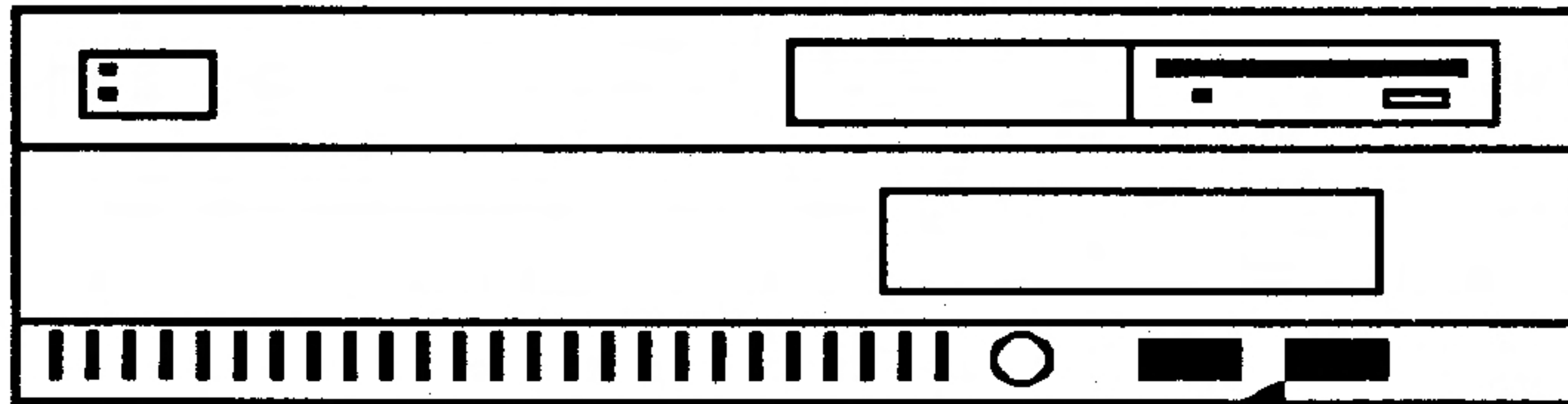
AMIGA 1000 Light Gun Users

This version of the AMIGA requires the light gun to be connected to game port 1, which is the port normally used by the mouse. Therefore, you will have to remove your mouse and insert the light gun into the mouse port.



AMIGA 2000 Light Gun Users

This version of the AMIGA uses the second joystick (game) port for the light gun.



Connect Light Gun Here

Dual Gun Interface (Twice the Fun)

The Dual Gun Interface (\$39.95) will allow you to connect 2 light guns so 2 people can play simultaneously. See your dealer.

FOR AMIGA 500 & 2000 ONLY (NOT AMIGA 1000 COMPATIBLE).

